

**ABSTRACT OF THE DISCLOSURE**

A game device includes a presentation medium and a dynamic control area displayed on the presentation medium. The dynamic control area is a two-dimensional video representation of a three-dimensional player control interface. The  
5 dynamic control area allows the simulation of three-dimensional controllers using a touch screen interface, thereby allowing velocity and directional information to be input using a touch screen. Interaction with a amusement game under the present invention may involve interaction solely with the dynamic control area rather than the use of specialized controllers provided on the game device.